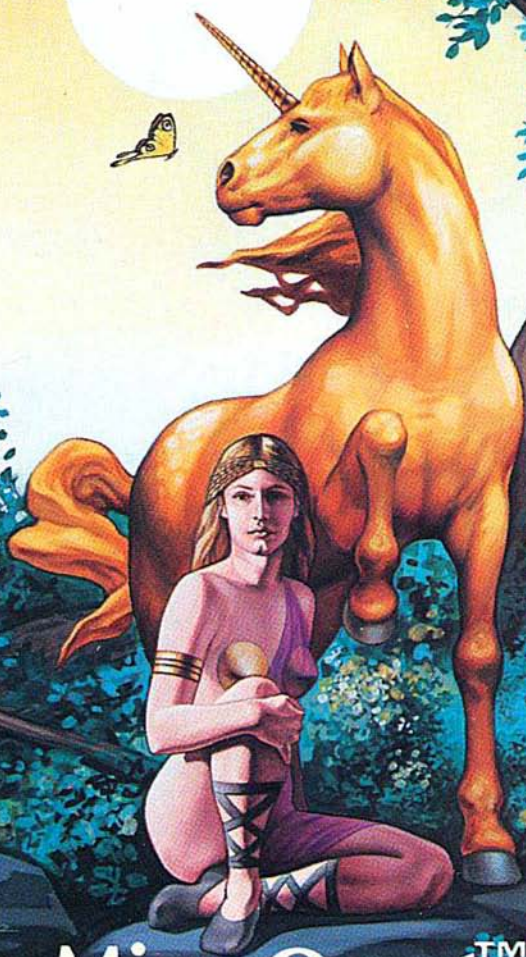


Treasure of
Unicorn Gold™



MicroQuest™ 6

Treasure of UnicornGold™

A programmed fantasy adventure
for use with **THE FANTASY TRIP**
Microgames **MELEE** and **WIZARD**.

Game Design: Howard Thompson

Front Cover Art: Roger Stine

Back Cover Art: Norman Royal

Graphics: Norman Royal,
Trace Hallowell

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DISCLAIMER

1. The UNICORN is hidden such that finding its hiding place does not require trespassing upon any private land. If at any time while searching for the UNICORN, you are about to enter private property you are going in the wrong direction and should not enter the private property.

2. The UNICORN is hidden so that its location, as well as access to its location, requires that you at no time enter into any location or situation which is dangerous. If at any time while searching for the UNICORN you approach a location which is in any way dangerous, you are looking in the wrong place and should not enter that location.

3. When the location of the UNICORN has been found it may be necessary to go upward or downward from the Earth's surface. The UNICORN is located within five feet in either direction of the surface of the earth.

4. This contest is void where prohibited by law.

5. Excluded from this contest are all past and present employees or business associates of Metagaming or their families.

6. If by September 1, 1984 the UNICORN has not been found, the location of the UNICORN will be publically announced, after removal by Metagaming. The prize will be awarded, based on a random drawing, to a seeker of the UNICORN. Seekers will be considered as those who have returned the enclosed Seeker Card to Metagaming, Box 15346, Austin, TX 78761.



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PREFACE

A Unicorn is hidden somewhere in the United States. The person who finds the Unicorn wins a \$10,000 cash prize from Metagaming. This adventure contains the clues that can reveal that hiding place to a clever person.

TREASURE OF UNICORN GOLD is a programmed fantasy adventure suitable for solitaire play. To play it as a game requires **MELEE**, Microgame #3, and **WIZARD**, Microgame #6, published by Metagaming. These two Microgames provide the combat and magic systems for **TREASURE OF UNICORN GOLD**.

TREASURE OF UNICORN GOLD is a sequel to **TREASURE OF THE SILVER DRAGON**, Microquest #4 of **THE FANTASY TRIP** role-playing game system. Information in **TREASURE OF THE SILVER DRAGON** and **THE FANTASY TRIP: IN THE LABYRINTH**, the basic Fantasy Master's module, will provide useful information to Unicorn Seekers. All necessary clues to the Unicorn's location are in **TREASURE OF UNICORN GOLD**. Playing the game is helpful but not necessary.

Someone has already won the \$10,000 prize for **TREASURE OF THE SILVER DRAGON**. Thomas Davidson found the Silver Dragon within six weeks of that adventure's release. One of you reading these words will be handed a \$10,000 check for finding the Unicorn. This is a real, live fantasy treasure hunt.

Metagaming will not respond to communications seeking hints or comments about a surmised location. The \$10,000 prize will be awarded to only one person, the person that has the Unicorn in his/her

possession. Metagaming will not become involved in disputes between seekers.

The important people in gaming are the game players. Your enthusiasm makes it all happen. You've supported us and this treasure hunt is our way of saying, **THANK YOU!**

Good Gaming and good luck.

1. INTRODUCTION

An infinity of alternate universes are defined by variations in the laws of physics. The Dragonodon's world is such an alternate earth. There, psyenergy is part of the radiation spectrum, accounting for what we call 'magic'.

TREASURE OF THE SILVER DRAGON was based on Nalzec Huante's thieflly intrusion into an attack by Toltec Brujos on Etherion, the great Silver Dragonodon, in his lair on what is Sacramento Peak, New Mexico on our earth. Etherion telepathically summoned Nalzec to insure the safety of a true treasure. Etherion used the energy focus caused by a solar observatory on our earth to project Nalzec here with the treasure. The Brujo attack was only a partial success. They were able to place Etherion in stasis but not destroy him.

Though in stasis Etherion seems to be the focus of several phenomena. A number of Dragonodon cults sprang up in the Sacramento Mountains, the cowed Seekers being the most successful. A sisterhood seeking unicorns has become involved in the mythos.

TREASURE OF UNICORN GOLD is based on events after Nalzec's flight. There is dire danger for mankind, collectively and personally. Why has Etherion raised the wrath of the Toltec wizards? How has Xenon the golden unicorn become involved? Who are the Seekers? Can a true treasure be measured in money?

Etherion appears in a dream summoning you to seek Miri and Xenon and accept from them a treasure. On the fringe of the dream is a lulling, red-masked voice urging you to sleep on in indolence. On awaking you recall its words, "what pleasure can we have to war with evil? Is there any peace in ever climbing up the climbing wave? All things have rest and ripen toward the grave in silence; ripen, fall, and cease: give us long rest or death, dark death or dreamful ease."

The dream leaves you with a strange, foreboding unease. You know that you may die but the quest must be undertaken. Urgency is upon you, even though you can't explain why. Soon, you gather with the other dreamers and set forth.

II. METHODS OF PLAY

TREASURE OF UNICORN GOLD may be played in three ways.

SOLITAIRE PLAY: To play alone you will have to play the adventuring party and the things encountered. There is no complicated solitaire play system. A set of general instructions (See IV SOLITAIRE PLAY) tells you how to conduct play. It is your ingenuity and judgement that make solitaire play enjoyable. All Microquests in **THE FANTASY TRIP** system are programmed for solitaire play.

GROUP PLAY: A group may play with each person controlling one or more adventuring characters. The solitaire guidelines are used to direct things encountered in combat. One player may opt to play the things encountered instead of an adventurer.

FANTASY MASTERED PLAY: A Fantasy Master is a person who conducts/moderates adventures for others. As Fantasy Master you would control what the adventurers encounter. You could expand or alter the material provided in **TREASURE OF UNICORN GOLD**. Those unfamiliar with Fantasy Mastering should review **THE FANTASY TRIP: IN THE LABYRINTH**.

III. GENERAL COURSE OF PLAY

TREASURE OF UNICORN GOLD is an imaginary adventure by a group of heroes and/or wizards. They undergo many adventures as they seek the Unicorn's treasure. Any combats are played out on the maps in **MELEE** and **WIZARD** using those rules.

The adventurers make their own decisions as to what actions they take or direction they travel, sometimes choosing from options provided. If you have never played this kind of game before you will initially be confused. The best way to learn is to play. Many procedures and rules will become clear only when played out. The series of activities necessary to start and play are described below.

CREATE CHARACTERS: First, create the group of characters that you will control on the adventure. Five fighter and/or wizard characters is recommended as the optimum group size. The adventure is balanced best for four to six characters.

Creation of characters is described in **MELEE** and **WIZARD**. 32 attribute point beginning characters are recommended. Each starts with 100 silver pieces, weaponry and armor. They also carry supplies, two slung weapons and a half dozen daggers.

If you use characters that you've created from other **THE FANTASY TRIP** adventures use characters of 45 attribute points or less and limit the group to no more than 160 attribute points combined.

Keep notes on your characters as they proceed through the adventure. Surviving characters may be used in other adventures. They keep experience or property gained. If you are familiar with **THE FANTASY TRIP: IN THE LABYRINTH** then use that experience system. Otherwise, use the simpler Experience Point system described in **MELEE** and **WIZARD**.

REGIONAL MAP TRAVEL: Your group of characters begins the adventure on any non-water hex on the edge of any one of the four Regional Maps. Your characters will always remain a group as they move about on the Regional Maps. They may be forced apart during combat but are assumed to rejoin afterward.

It is not necessary to place anything on the Regional Maps to mark the group's movement. As the group decides where to travel you may merely note which hexes are entered, making die rolls for Encounters as may be appropriate.

Your group may move about at will on the Regional Maps. They may not enter water hexes unless an Encounter specifically provides for water travel. The most interesting Encounters occur in the numbered hexes of each Regional Map.

RATE OF TRAVEL on a Regional Map is measured in hexes per travel time period. There are five time periods per day. A group moving through more than one type of terrain in a time period moves at the slowest applicable rate. A group should stop for the night and camp. Each terrain's rate of travel per time period is shown below.

Secondary Road = Three hexes per period.

Savannah/Minor Road = Two hexes per period.

Hill/Forest = One hex per period.

Mountain = Two periods per hex.

REGIONAL MAP TRAVEL ENCOUNTERS: As your group enters each unnumbered hex on a Regional Map roll two dice to determine if anything was Encountered, (See VI REGIONAL ENCOUNTERS).

NUMBERED HEX ENCOUNTERS: Each numbered hex corresponds to a numbered paragraph in the **NUMBERED PARAGRAPH** section. When a group enters a numbered hex flip to the corresponding paragraph number in the rules and follow those instructions. The options listed in that paragraph control future movement and exit from that numbered paragraph.



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CREATURE TABLE

CREATURE	ST,DX,IQ,MA	TAKE HITS	REG DAMAGE	HTH DAMAGE	HEX SIZE	NOTE
Cave Bear	40,10, 5, 8	2	3D-1	3D-1	1	
Compsognathus	5,10, 3,10	2	1D-1	1D-1	1	-1Morale
Dire Wolves	16,12, 5,12	1	2D	2D	1	-1Morale, -1Reaction
Elves	6,10, 8,12	0	-	MEL	1	See Melee
Fanged Bounder	12,11, 5,14	1	1D+1	2D+1	1	-2Reaction
Gargoyles	16,11, 8,8/16	3	2D	2D	1	Hits w/hands
Giant Beaver	20,11, 6, 8	1	2D-1	2D	2	
Goblin	6, 8,10,10	0	-	MEL	1	See Melee
Hobgoblins	6, 6, 6,10	0	-	MEL	1	See Melee
Neanderthals	16,10, 7, 8	0	-	MEL	1	
Ornitholestes	10, 9, 3,10	2	1D	1D	1	-1Reaction, +1Morale
Sabertooths	30,15, 5,12	1	2D+1	3D	1	
Sasquatch	18,14,10,12	2	1D+1	2D-1	1	
Scimitar Cat	36,12, 6,10	2	3D	3D+1	1	
Short Face Bear	20,11, 5,10	1	2D-1	2D-1	1	-1Reaction
Trolls	30,10, 8, 8	0	2D	2D	1	Heal 1 hit/turn
Wolves	10,14, 5,12	1	1D+1	1D+1	1	
Woolly Rhino	40, 9, 4,10	2	3D+1	3D	4	Gores, Stomps

IV. SOLITIRE PLAY

In solitaire play you have to play the group of adventuring characters and the things encountered. Surprise is lost but, programmed rules maximize the feel of playing an opponent. The guidelines provide a rule of thumb for handling opponent groups. More specific instructions in some Numbered Paragraph Encounters override these general instructions.

1. Opponents always attack in the most efficient manner. Wizards and opponents with missile weapons try to stand back at least one megahex to avoid engagement while fighting.

2. Every time an opponent becomes dead or unconscious a Morale Die Roll is made for each other opponent. Do not count illusions, images or summoned creatures as downed opponents. (See XI MORALE DIE ROLL).

3. Opponents will try to spread their attack among all adventurers, starting with those nearest. If there is doubt about whom opponents will attack assign each choice a die roll and roll to decide. Roll again for unassigned results.

4. When in doubt about any opponent actions give them a 50-50 chance of choosing the action most harmful to your group, then roll a die to decide.

5. If your group encounters illusions, images or summoned creatures give them a 50-50 chance each combat round to attempt disbelieving.

V. REGIONAL MAPS

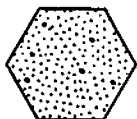
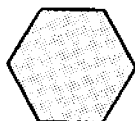
The four Regional Maps are on one map sheet. They represent four separate areas of the treasure hunt. These maps represent copies of the best available academic maps from the Dragonodon's universe. (See **TREASURE OF THE SILVER DRAGON**). They have been altered as required to fit the map's hex grid. It should be noted that geographic features do not necessarily correspond to those of our Terra. This alternate universe has developed differently due to different physics.

SAVANNAH: The uncolored hexes. Movement is at the rate of two hexes per time period.



Secondary Roads: Narrow, straight black lines are secondary roads. Movement is at the rate of three hexes per time period.

FOREST: The green areas are forest. Movement is at one hex per time period. Where forests overlay hills or mountains move at the hill and mountain movement rate.



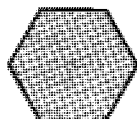
HILLS: Hills are the rough terrain features shown. Movement is at one hex per time period.

MOUNTAINS: The heavy splash marks show the edge of mountains. The top of the mountainous area is the side where the splash marks tend to converge. Movement is at two time periods per hex.



RIVER: The blue lines, they have no effect on movement unless specifically stated in an encounter.

LAKES: Solid blue hexes. Movement is only when stated specifically in an encounter.



VILLAGES: Small hatchings that are named. Treat as Secondary Roads for movement.

MOVING FROM MAP TO MAP: The four Regional maps are not contiguous. There is a set number of days travel from each map to each other map. Your party does nothing while it travels from the edge of one map to ANY HEX at the edge of any of the other maps. The travel times, in days from map to map are:

Map A to: (B=5) (C=1) (D=3)

Map B to: (A=5) (C=6) (D=2)

Map C to: (A=1) (B=6) (D=2)

Map D to: (A=3) (B=2) (C=2)

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VI REGIONAL ENCOUNTERS

As your group moves about the unnumbered hexes of a Regional Map they may have Encounters. (For Encounters in numbered hexes turn to the numbered paragraph corresponding to that hex number.)

Each time your group enters an unnumbered hex roll two dice and reference the Encounter Occurrence Table. An Encounter has occurred if your roll equals a number under the Die Roll column.

ENCOUNTER OCCURENCE TABLE

DIE ROLL	TERRAIN TYPE
9	Mountains
10	Hills
8	Savannah
10	Forest (by itself)
7	Village

To determine what you Encountered roll one or two dice and add a number, depending on the terrain type. Then, reference this number on the CREATURES ENCOUNTERED TABLE below. Roll as follows by terrain.

VILLAGE	1D
SAVANNAH	2D+3
FOREST	2D+7
HILLS	2D+10
MOUNTAINS	1D+19

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(Note: Die rolls in this section are read as follows: the 2D+7 for Forest means roll two dice and add seven to the result. A 1D/2 is read as 1 die divided by two, rounded up.)

CREATURES ENCOUNTERED TABLE

NUMBER	CREATURES ENCOUNTERED	NUMBER ENCOUNTERED
1	New Recruit	Group
2	Guard Job	Group
3	Bar Thelves	Group
4	Weapons Shop	Group
5	Evil Wizards	1D/3
6	Fanged Bounder	1D+1
7	Migrant Tribe	Group
8	Tribal Raiders	Group
9	Scimitar Cats	2
10	Wooly Rhino	1
11	Saber Tooth Tigers	2
12	Ornitholestes	1D+2
13	Toltec Slavers	Group
14	Trader Caravan	Group
15	Bandits	Group
16	Giant Beavers	1D-2
17	Wolves	1D-1
18	Elves	Group
19	Compsog(nathus)	1D+3
20	Dire Wolves	1D-1
21	Short Faced Bears	3
22	Neanderthal Tribe	Group
23	Gargoyles	1D/2
24	Cave Bears	2
25	Sasquatch	1D/2

The left column of the CREATURES ENCOUNTERED TABLE is the terrain die roll result. The next column is what you encountered. The third column tells you how many you encountered. If it says Group then see (VII GROUP ENCOUNTERS.) For all non-group encounters reference the CREATURE TABLE for details on their attributes and combat damage.

REGIONAL ENCOUNTER COMBAT: When an encounter occurs set up the **WIZARD** map. Your characters start in the starred hexes at one end, the opponents at the other. If there are more characters than starred hexes place them adjacent.

Combat ends when all characters on one side are dead, unconscious or have left the map. Characters may escape combat through the starred hexes in which your opponents started, (see IX ESCAPING COMBAT). Use Morale Die Rolls (See XI MORALE DIE ROLLS) for all encounter combats, unless otherwise specified.

Use the Solitaire section as a guide for determining actions of opponents. XII COMBAT WITH WIZARDS provides Wizard combat guidelines. When playing both sides use good judgement in selecting opponent's actions. Your enjoyment can be destroyed by giving easy victory to your heroes.

A group may never be voluntarily separated, except for IX ESCAPING COMBAT, in which case survivors regroup in an adjacent Regional Map hex.

After combat you may search opponent's bodies of IQ8 or greater. Each body has a two die roll worth of silver pieces plus an extra two dice for each IQ point above 8. You may use any equipment they had.

VII GROUP ENCOUNTERS

The Group Encounters from the CREATURES ENCOUNTERED TABLE are described below. Each section describes what you encounter and what options you have. Where combat is indicated set up the **WIZARD** map and fight it out. Otherwise, carry out the voluntary actions of your choice.

NEW RECRUIT: You have the chance to recruit a new non-player fighter for your group. Roll three dice each for ST, DX and IQ, use 8 as a minimum value. Note these values and compute their total. The recruit comes with you if you can make a three die roll plus 21 that is equal to or greater than the recruit's total attributes.

You must pay the recruit three silver pieces (SP) per day plus one SP per day for every attribute point over 32. Or, you may promise him an equal share of all you make in the adventure. If you don't share with him as promised all characters take minus

10 Experience Points and he will fight. You do not HAVE to try to recruit him if you don't want to.

GUARD JOB: Your group may take a job guarding a local noble. The job will last for a two die roll of days. Each gets 2 silver pieces per day. On each job day roll two dice. On a roll of 3 you have an Encounter with the Bar Thieves group, fight it out.

BAR THIEVES: This group of human thugs lives by theft. Each is ST11, DX11, IQ8, MA10, with a small axe and two daggers, one used as a main-gauche. There is one for each of your group.

WEAPONS SHOP: This shop sells all weapons and armor listed in **MELEE**. Each weapon costs ten times its strength rating in silver pieces. Armor costs one hundred silver pieces for each hit it takes. Repairs take two days at one-fourth cost.

MIGRANT TRIBES: These wandering Indian tribes fight only if attacked. You may travel with them if your highest IQ character rolls his IQ or under on three dice. Do not make Regional Encounter die rolls while travelling with migrants. They will head for the farthest non-mountainous map corner. They travel thru Savannah or Forest (not mountains) but only cross hills if no other path is available.

TRIBAL RAIDERS: These young men are out to steal horses, slaves and wives. The honor of the raid is more important to them than actual combat. These raids are the way they prove themselves men and become full warriors.

You may avoid combat if you can truthfully tell them the location of a Trader Caravan, Migrant Tribe, other Tribal Raiders, Bandit group, Neanderthal tribe, Toltec Slavers or Elf group that you encountered within the last two days.

Otherwise, each of you may accept the challenge of hand-to-hand combat with one of the raiders. Each of them is ST12, DX12 and handles a dagger with no penalty. You fight unarmored with daggers from a standing start. Combat ends when a hit of 2 or greater is given.

Otherwise, they move away from you. Shortly, each member of your party has a short bow shot made at them. You must each make a three die roll of your adjDX or under to avoid each shot.

TOLTEC SLAVERS: These slavers are raiding from the Toltec area. They want captives and have ten slaves already with them. They always attack. Any of your characters abandoned as unconscious or who choose to surrender become slaves.

The group consists of the leader plus as many 'men' as it takes for them to equal the number in your group.

Leader: ST13, DX13(adjDX11), IQ10, MA8. Has Halberd, leather armor, slung morningstar and two daggers.

Men: Each is ST11, DX13(adjDX11), IQ8, MA8. Each has a spear, leather armor, slung short sword and two daggers.

If you win then you may free the slaves. One of them gives you a jewel worth 200 silver pieces as thanks.

TRADER CARAVAN: These caravans are too strong to consider attacking. They will hire you as guards if you roll a 5 or 6 on one die. Pay is three silver pieces per day per character. You move with the caravan toward the nearest village, where your hire ends, at the rate of one hex per travel period.

While travelling make the Regional Encounter die rolls. If you roll 8, 13, 15 or 18 it is an attack by organized raiders. Use the Toltec Slaver 'men' as what each of your character's has to fight. The attack is automatically beaten off.

BANDITS: These are humans who live by theft and killing. Play them as -1 on the Morale Die roll for the first three combat rounds and at +1 thereafter. They like to win quick and easy. The leader is the 34 point Wizard from the WIZARD TABLE.

There are exactly as many bandits as there are characters in your party. The bandits are equally divided between:

Bowmen: ST11, DX12, IQ8, MA10, ready longbow, slung shortsword and two daggers.

Swordsmen: ST12, DX12(adjDX10), IQ8, MA8, leather armor, small shield, ready & slung broadsword and two daggers.

ELVES: This is a group of four wood Elves. They will attack you if you are in Forest and won't pay each of them 50 silver pieces for passage. For payment you get a talisman that all other Elves will accept as sign of prior payment. You may also Rest and Recuperate with them or any other Elves. You may also avoid combat by letting them escort you to the nearest non-Forest hex.

They are all ST10, DX14(adjDX12), IQ8, MA10. Each has leather armor, a ready trident, 3 slung tridents(1D damage) and 4 daggers. They can throw anything at +2 DX.

NEANDERTHAL TRIBE: They are hunter/gatherer primitives that avoid trouble. You may stay with them for Rest and Recuperation. If you attack them play them at +1 on Morale Die Rolls.

Four are ST14, DX9, IQ7, MA10 with 1D+2 clubs.

Four are ST13, DX10, IQ7, MA10 with spears.

VIII CREATURE TABLE

Listed in table form are the creatures appearing in **TREASURE OF UNICORN GOLD**. Columns are Name, ST, DX, IQ, MA (Strength, Dexterity, Intelligence, Movement Allowance), HITS (Damage taken off hits on creature), REG DAM (damage it does in regular combat), HTH DAM (damage it does in Hand-to-hand combat), #HEX (size of creature in hexes) and NOTES.

The notes are useful for Fantasy Masters using IN THE LABYRINTH. MEL under HTH DAM refers to **MELEE** hand-to-hand combat rules. DBL means double human HTH damage. A number like 8/16 under MA indicates a creature moves 8 hexes on the ground and 16 hexes in the air during combat. A stomp is executed by a creature on an opponent who is down in the hex the creature occupies.

IX ESCAPING COMBAT

Combats resulting from Regional Encounters may be escaped. To escape a character must move through the starred hexes at the map end on which the opponents started. They must move off the map. Combats in numbered paragraphs may be escaped if not specifically prohibited.

If you win the combat escaped characters rejoin the group where combat occurred. If you lose the combat surviving escapees are considered to have joined up in any adjacent Regional Map hex.

Survivors may continue adventuring. Escapees may not return to a combat after escape.

X DEPLETION OF AREAS

Once your group has taken an option involving an individual or group in the numbered paragraphs it should be regarded as not available for the rest of the adventure. A village or dwelling option remains. All options are reactivated when an adventure is over (See XV ENDING THE ADVENTURE).

XI MORALE DIE ROLL

Each time an opponent is downed in combat make a one die Morale Die Roll for each remaining opponent to determine his reaction. Some Encounters will specify adds or subtracts to this die roll. The reaction occurs the next time the opponent can so react unless otherwise specified. Add one to the die roll for each opponent currently down and add one for each opponent who surrendered or broke and ran.

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DIE	ROLL	REACTION
1		Continues fighting.
2		Continues fighting.
3		Continues fighting.
4		Hesitates - continues fighting, but won't become voluntarily engaged.
5		Hesitates, won't take any attack option this turn.
6		Break & Run, will disengage and/or run off map away from danger.
7		Break & Run, will disengage and/or run off map away from danger.
8+		Surrender - opponent drops to knees, drops weapon and surrenders.

An opponent who breaks & runs will only hesitate (not attack) for one turn if he is the only one to break. An engaged opponent who breaks will try to disengage for two turns but will fight on if he falls. A disengaged opponent who does run drops all weapons and heads for the nearest map edge while trying to avoid combat.

XII COMBAT WITH WIZARDS

Wizards in combat use their spells in the most efficient manner. The spell a wizard should use may sometimes be obvious and he should then so act.

When in doubt as to which spell a wizard should use roll a die. The spell corresponding to that die roll is the one to use - if it can be effective in that combat situation. By effective we mean not having a wizard waste a spell when it has little chance of success or of being effective.

When there is a spell or combat option a wizard could perform that would be very dangerous to your group have him do it on a die roll of 4,5 or 6. Also, use rule #3 of (IV SOLITAIRE PLAY).

WIZARD TABLE

Listed below are six wizards, each with six combat spells. These wizards have staffs, daggers and normal supplies any wizard should have. When the rules require an unspecified wizard then roll a die to determine which wizard to use. The sp means silver pieces. Each wizard has MA10.

- #1. 32 point wizard (ST11,DX11,IQ10) 200sp.
- | | |
|--------------------|----------------|
| 1. Shadow | 4. Clumsiness |
| 2. Summon Myrmidon | 5. Drop Weapon |
| 3. Summon Wolf | 6. Magic Fist |

- #2. 34 point wizard (ST12,DX12,IQ10) 250sp.
 1. Illusion 4. Summon Bear
 2. Reverse Missiles 5. Shock Shield
 3. Trip 6. Clumsiness
- #3. 36 point wizard (ST13,DX12,IQ11) 300sp.
 1. Trip 4. Dazzle
 2. Avert 5. Sleep
 3. Summon Wolf 6. Illusion
- #4. 38 point wizard (ST13,DX13,IQ12) 400sp.
 1. Drop Weapon 4. Summon Bear
 2. Reverse Missile 5. Fire
 3. Fire Ball 6. Illusion
- #5. 40 point wizard (ST13,DX14,IQ13) 600sp.
 1. Dazzle 4. Fireball
 2. Control Person 5. Rope
 3. Summon Gargoyle 6. Avert
- #6. 42 point wizard (ST14,DX14,IQ14) 800sp.
 1. Lightning. 4. Spell Shield
 2. Control Person 5. Illusion
 3. Summon Gargoyle 6. Drop Weapon

XIII REST AND RECUPERATION

Your group will need to pause for breaks or combat recuperation as they adventure. For Rest & Recuperation you must find a protected place with food and someone to help. Villages and tribal groups with whom you avoid combat qualify. Groups whose only function is/was combat don't qualify.

Also, you may rest your group anywhere for a maximum of two days between combats. You don't make encounter rolls while resting, it is assumed you're in hiding.

FINDING A PLACE: To determine the availability of a resting place with a tribe or village roll a die. On a roll of 4,5 or 6 you find a place. The cost in silver pieces is 1D/2 rounded up per resting character. Resting stops immediately upon non-payment of the fee.

HEALING RATE: The basic healing rate is one point of strength for two days of rest. You may only heal up to the character's original strength. You should plan your adventure with adequate resting. Heroes who don't laze around a lot tend to get killed.

XIV EXPERIENCE POINTS

Characters accumulate Experience Points(EP) for what they do while adventuring. You get one point for each hit put on an opponent or strength point expended in a magic spell that worked. Points are only given for actual combat.

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When a character has accumulated 100 EP he may 'trade them in' for an additional point of Strength, Dexterity or IQ. A character may only add four points in this manner. Characters wishing to progress beyond this level should reference **THE FANTASY TRIP: IN THE LABYRINTH**.

XV ENDING THE ADVENTURE

The adventure is over when all adventuring characters are dead, captured, or exited off the Regional Map hex where they started the adventure.

A new quest may be started at a later date with any surviving characters and/or new characters. You will find that it may take several play sessions to fully explore the maps.

When you've played enough to become familiar with all the encounters you'll want some new adventures. Metagaming publishes a number of other Microquests similar to this one. Also, there are materials for those who want to become Fantasy Masters, creating original adventure campaigns for other players.

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NUMBERED PARAGRAPHS

100. On a high ledge in the mountains an older man sits with crossed legs. He has a staff and a few items at hand and ignores you.

You may watch him, (go to 183).

You may attack him, (go to 142).

You may approach him, (go to 224).

You may move to any adjacent Regional Map hex.

104. As you talk to them you learn they are armorers. Their leader is Genji Dalcho, a rather large man past youth, yet not old. He has two helpers- Anjin and Ur, and a large boy. He offers to repair any broken weapons or damaged armor at a rate of 6 dice in silver pieces per item repaired.

Get repairs and/or more talk, (go to 227).

Attack, (go to 143).

Move on to any adjacent Regional Map hex.

105. You are eating in the commoner's. A motley bunch challenges your group to an arm-wrestling contest for 5SP per match. A merchant wants to talk to you about a guarding job.

You decide to arm-wrestle, (go to 269).

You talk to the merchant, (go to 310).

You politely eat, drink sleep, (351).

106. As you watch the dance of the butterflies your mind drifts into a trance. There is no sensation of danger but you are definitely losing control of yourself.

You may attempt to attack them, (go to 229).

You may watch and let it happen, (go to 270).

You may try to move slowly away, (go to 311).

107. Set up the **WIZARD** map. Place them one hex apart as a group in the center. Two of them are ST11, DX11, IQ8, MA10 with small axes. Two are ST10, DX10, IQ8, MA10 with cutlasses. All have two extra daggers. The old man has no weapon. If you quit fighting they all run. Play them as +2 on the Morale Die roll.

If you win, (go to 189).

If you lose, (go to 230).

108. At the top of the rock you see a tall tuniced man with a helmet mask and two other men in robes with simpler masks and daggers in each hand.

A blond girl is tied to a low altar and nearby is what appears to be a tethered horse with a horn on its head.

You may approach them, (go to 190).

You may watch them, (go to 231).

You may attack, (go to 272).

You may move to any adjacent Regional Map hex.

109. After a while you meet a group of five men. Three carry battleaxes with slung small axe. Two have broadswords, small shield, leather armor and slung small axe. The small shields have a design that looks like a broken winged snake. They all have light colored hair and beards. Three have metal helmets with small wings. They are leading a wagon carrying a large, covered object.

You may pass by, (go to 191).

You may give greeting, (232).

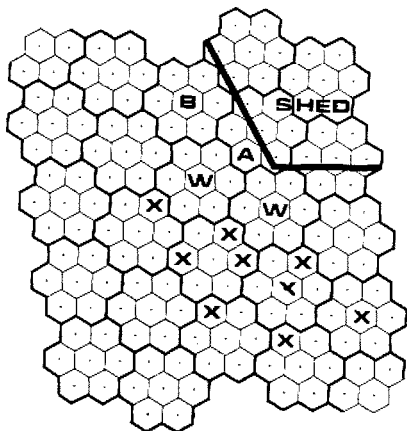
You may attack them, (273).

142. He dies without reacting. A Dragonodon head profile is tattooed on his right shoulder. You may take his staff (ITL players note Wizard staff rules). There is also a small potion bottle. Go to 429 if you drink or have a Wizard.

You may move to any adjacent Regional Map hex.

143. The map of the area is as shown. The Ws are the helpers, B is the boy, A the armorer and your group goes in any X. The helpers are both ST12, DX12, IQ10. They have broadswords and a small shield. The armorer is ST15, DX14, IQ14. He fights with a large shield on one arm and a two handed sword in the other with no penalty. The boy has a small bow and is ST9 DX9. They will be ready if you charged them before talking. If you attacked while talking they will ready their weapons the first combat round. For all but the boy subtract an extra 1 off each hit you put on them. Add one to each hit Genji makes.

[Note: For players using advanced rules Daicho has the Weapon/Armor Enchantment spell and Knife, Sword,



Shield, Warrior, Armorer and Two Weapons Talents. The two helpers both have Sword, Shield, Knife, Pole Weapon and Warrior Talents.]

If you win, (go to 145).

If you lose or withdraw, (go to 186).

145. You may search the area and buildings. Roll one die and go where indicated. [Note: For characters with Thief or Master Thief Talent go to 350 if they make their roll.]

On 1 or 2, (go to 268).

On 3, 4 or 5, (go to 309).

On 6, (go to 350).

146. You are in the 'clean' eating room of The Wild Onion. Mika and Deb, the serving maids bring you ale. You are asked to join a table of gamblers, each character may choose for himself. Also, a merchant wants to talk to you about a guard job.

You may gamble, the non-gamblers of your group will watch, (go to 392).

You may all chat with the merchant, (go to 310).

Or, you may drink, eat and sleep, (go to 351).

147. Each character feels weak (-4ST non-combat ST loss) from the trance affects.

You may rest to regain ST, (go to 352).

You may continue toward hill, (go to 393).

You may move to any adjacent Regional Map hex.

148. They seem harmless and tell of a feared magic cave on the bluff above. They introduce themselves as Walden, Chilkoth, Meigs, Hairson and Dalas. As some drinking progresses the old man breaks into a rambling tale.

"On- up we went, up the bluff in clouds and thunders of death. Brave we was when death spanged all round. Twas our greatest glory"

The others break in, "shut up, Hairson you crazy coot. This gentlemen don't want to hear your mumbles." But, the old man sings with tears:

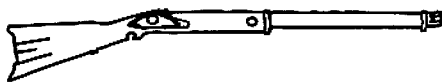
"Comrades, I am dying, see the crimson fountain flow, Sick and wounded I am dying, on the field among the foe. But, the angels hover round me, they will guard me while I sleep. Comrades, onward to the battle, Do not for the soldier weep."

He drops his strange crutch and falls down drunk. The others laugh and continue drinking.

You may attack them, and go to the cave afterward, (go to 107).

You may seek the cave, (go to 271).

You may move to any adjacent Regional Map hex.



149. Each character that didn't go with the enchanted one loses Experience Points equal to a three die roll. All that went, (go to 108).

150. You see a group, (see description at 109), then return to 150.

You may attack with initiative, (go to 273).

You may let them pass and follow, (go to 314).

You may move to any adjacent Regional Map hex.

180. You see a large rectangular mound of earth in a valley below. It's about 200 by 100 meters and 20 meters tall. Grass grows on it with some buildings of wood on top. From your viewpoint the tallest building appears to be just in front of a large, smoking mountain far in the background - at least ten days travel away. A ceremony is in progress. There are 12-15 young men in loin cloths. Six men are dressed in fancy, ceremonial garb. Another 4 men are standing outside this group with spears and slung longbows but no armor or shields. The chants sound like, "Quoque, Quoque, Quoque".

You may watch, (go to 222).

You may approach, (go to 263).

You may move to any adjacent Regional Map hex.

182. As you approach they halt you and stop working to await your arrival.

You may still attack, (go to 143).

You may talk to them, (go to 104).

183. As you watch he sits. Once, he drinks from a small bottle.

You may attack him, (go to 142).

You may watch some more, (go to 265).

You may approach him, (224).

You may move to any adjacent Regional Map hex.

186. You lose. Any taken captive remain the slaves of Genji. Any who withdrew from battle may regroup and continue.

You may move to any adjacent Regional Map hex.

187. The old people's lodge is clean and neat. They pray to their gods of sun and winds-of-air. They accept their age and approaching deaths. Some of them ask each of you to tell them the tale of all your travels, from which they record pertinent data. They have heard of Etherion, Xenon, Miri and the Dragonodon mythos but seem to have little interest in it. One old woman Moroni, they say she is 154, will tell your fortune for 5 silver pieces.

You may have your fortune told, (go to 433).

You may stay at Wild Onion cheap, (go to 105).

You may stay at Wild Onion classy, (go to 146).

You may move to any adjacent Regional Map hex.

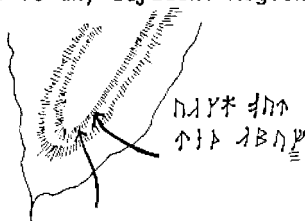
188. You are apparently o.k. You may continue toward the hill by the river, (go to 393).

You may watch the butterflies from this side of the clearing, (go to 106).

You may move to any adjacent Regional Map hex.

189. Each of the bodies has two dice worth of silver pieces. One body has a medallion in its pouch with a Dragonodon head in profile on one side and on the other the inscription, "WYLU CU BYRUHJO EH WYLU CU TUQJX"; he also has the map shown below.

You may move to any adjacent Regional Map hex.



190. As you move forward they shout and threaten you, telling you to depart and not defile holy work. The two robed ones pick up small axes.

You may attack, (go to 272).

You may stand ground, doing nothing, (go to 313).

You may move to any adjacent Regional Map hex.

191. They pass without incident.

You may follow them, (go to 314).

You may move to any adjacent Regional Map hex.

220. Night is falling. You see a group of five at a campfire in a clearing. In the far distance a large mountain is visibly glowing on top.

You may approach them, (go to 261).

You may attack them, (go to 302).

You may watch them, (go to 343).

Move to any adjacent Regional Map hex.

221. As you watch you see at least one other man but nothing else. (Go to 260).

222. As you watch the young men go through a series of kneelings with the ceremonial medicine men chanting, dancing and waving sticks and torches at them. At least one of the medicine men must be magical due to visible wind and earth effects that can only be elemental in nature.

Suddenly, four warriors surprise you. They are ST11, DX13, IQ8, MA10 with ready spears and slung long bows. Place your group in the middle of the WIZARD map. They non-charge attack, two from each side, yelling, "Shenekok Attacks!". You face them with ready weapons.

To resolve the combat, (go to 304).

223. The frozen silver monster speaks, though it is in your mind, not your ears that hear. "When you go head west to the dying old man, karma is you'll arrive at the proper when. Return not here, only death awaits your luck next time." An invisible force now seems to be pushing you away. Up the tall shaft you climb to daylight.

You may move to any Adjacent Regional Map hex.

224. He ignores you.

You may attack him, (go to 142).

You may wait and watch, (go to 306).

You may steal his possessions, (go to 346).

You may move to any adjacent Regional Map hex.

227. Your items are repaired in one day. You may sleep and eat here. You are also offered the option to buy some special magic items.

You may try to buy, (go to 391).

You may attack, (go to 143).

You may move to any adjacent Regional Map hex.

228. There are several rivermen with large cargo canoes. They will take you to any hex the Pehkonhik river touches or passes through in this Regional Map. The fee is 7 Silver Pieces each.

You travel with them, paying up and not attacking the rivermen, then go to any river hex you choose in one day travel.

If you go with them but attack later, (go to 474).

Or, move to any adjacent Regional Map hex.

229. Each character that wishes to try an attack is successful if he makes a three die roll equal to or less than his I.Q. The effort is successful but leaves you all feeling weaker, (go to 147).

If none of you are successful, (go to 311).

230. Any survivors may move to any adjacent Regional Map hex.

231. The tall figure slashes the girls chest and lifts out her heart, raising it high while chanting, "may Tezcatlepoça bless Uei Tlatoani." The other two bring the horned horse forward.

You may attack, (go to 272).

You may continue to watch, (go to 313).

You may move to any adjacent Regional Map hex.

232. They greet you but come on guard with weapons out and keep moving. If you persist in talking one respond roughly, telling you to begone and leave Bryane Helgarson to his own business.

You may attack, roll for initiative, (go to 273).

You may let them pass and follow, (go to 314).

You may move to any adjacent Regional Map hex.

260. You are at the top of a slight hill looking down into a clearing. You see at least two men working at what looks like a smith's forge in a shed. There is also a small stone house nearby.

You may watch, (go to 221).

You may approach calmly, (go to 182).

You may attack them, (143).

Move to any adjacent Regional Map hex.

261. Each of the five, three men and two women, has a staff and leather shoulder carry bag. They stand and ask you to share supper.

You may eat and talk, (go to 384).

You may attack them, (go to 302).

Or, move to any adjacent Regional Map hex.

263. As you approach, four warriors attack you from the front and four warriors from behind. Set up the **WIZARD** map with your group in the middle and the warriors in the starred hexes at each end. They do not charge attack. Each is ST11, DX13, IQ8, MA10, ready spear, slung long bow, (go to 304).

265. As you watch he still sits, staring at the lovely vista. He also takes another sip.

You may attack him, (go to 142).

You may approach him, (go to 224).

You may watch him again, (go to 183).

You may move to any adjacent Regional Map hex.

268. You find any money you've given them plus 600 silver pieces. You also find any sword or axe type weapons you wish to take as listed in MELEE. You may take Genji's weapon - check at 514 the first time you use it in combat or now if any in your party has an appropriate Talent or Spell.

You may move to any Regional Map adjacent hex.

269. Each of you may arm-wrestle one of them for 5SP per match. They will keep matching each of you until you are four matches ahead or you quit, but you must complete at least three matches each. You may only arm-wrestle with two different opponents.

Roll three dice to determine the Strength of your opponent, but never less than eight. The winner of the match is the one whose Strength plus a three die roll is at least two point greater than the other's ST plus a two roll. Keep rolling until there is a winner for a match.

When done you may select a different option by returning to, (go to 300).

Or, you may sleep, (go to 351).

Or, move to any adjacent Regional Map hex.

270. You follow the butterflies in trance down a path, through a low spot and up a slight rise over looking a good sized river. At the top of the rise there stands a golden unicorn and a young girl. Across the water you see two strange, unnatural looking objects standing up above the trees. They shimmer and somehow appear insubstantial.

The girl looks at the Unicorn, whose horn glows, then at you, and says, "only those with truth in them have the instinct to watch. All men, of truth or not, have different purposes in life. I ask you to choose."

"Great forces struggle in unending conflict. Each of us plays our part, whether or not we wish it. Some of you have your role today, some later. You have thrust yourself into the conflict by your actions in ways you don't comprehend. Your choices are your life and place in the struggle."

Looking to the unicorn, whose horn again glows, and back at you again, she continues "we ask, do you wish to have the treasure you seek and the action of human living or would you willingly forsake all for right in the struggle? Each of you shall choose for yourself. We promise no harm will come to you through either decision." Each player should write down his choice secretly from the others.

Those who choose treasure/living, (go to 475).

Those who forsake for right, (go to 516).

271. After a sweaty morning searching the bluff's trees and scrub you find a cave not too far up. There is a lot of rubble, strange pieces of twisted metal, little metal chunks, bones, arrowheads and camping left overs. In a secluded chamber you see a large hexagon traced on the floor. Any wizard will sense magic.

If you all stand in the hexagon at one time then, (go to 312).

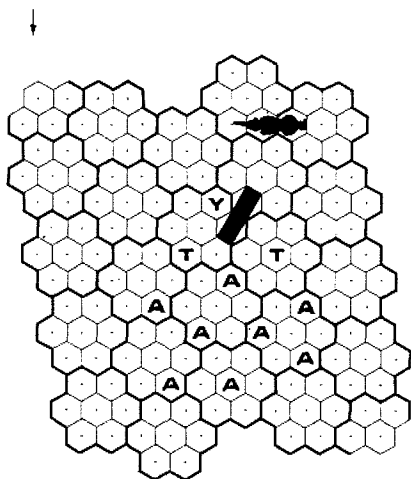
Or, you may go to an adjacent Regional Map hex.

272. Before you can move a robed one stabs the girl and the other slits the horned horse's throat. They switch to small axes. Both are ST11,DX13, adjDX11,MA8, with leather armor. The tall masked figure cries, "darest thou challenge Yaoyotl! May Tezcatlipoca curse you! No matter what you do the Chehalis shall keep the secret."

He is ST20,DX18,adjDX14,IQ18,MA6, with silver chainmail under his cloak. He carries a staff with a skull head. Play him as the 42 point wizard for spells unless the note below applies. Set-up the map as shown and you have initiative. Yaoyotl(Y) stands back behind his helpers, members of the Toltec Guild

of Torturers(T). The girl is on the altar and your group at any A. After each combat round roll one die. Yaoyotl leaves on a roll of 1,2 or 3. If he becomes engaged he will disengage and leave the map as soon as he can. If you kill him you only get equipment so far described. His goal is to escape above all else and you should play him that way.

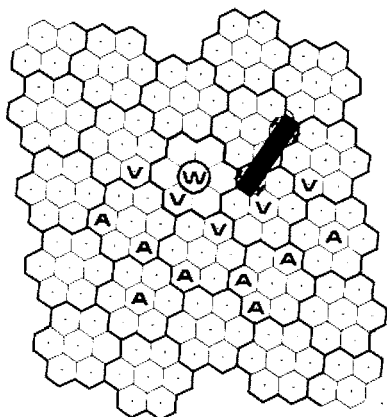
[Yaoyotl Note: For those who use IN THE LABYRINTH rules Yaoyotl has these spells: shapeshifting, control gate, wizard's wrath, geas, little death, long distance telepathy, staff of power, create gate, iron flesh, calling, summon giant, 4 hex image, telekinesis, curse, drain strength, invisibility, persuasiveness and lock/knock.]



273. Set-up the Wizard map as shown. Place your characters in any A. Place the others in any Y. The wagon is as marked. The other codes relate to other combat situations. If you don't know what they mean at this point don't worry about it. Don't use Morale Die Rolls on the three with battleaxes. You may escape combat through either set of starred hexes.

If you win, (go to 355).

If you lose, (go to 396).



300. Tradetown of Chikauga. This town has about 1500 people. The log stockade is well kept as are the huts and long houses. The people are a literate Indian tribe. There is a Chief and council with a loosely organized warrior group with War Chief. In the center of the town is a rectangular build-up of dirt about 40 feet tall. It seems to be some sort of religious or ceremonial center. It seems to be oriented to face the large smoking mountain in the far distance. There are differently robed and well dressed men about it.

You may purchase any supplies but weapons. You may Rest & Recuperate at several clan dwellings at usual rates. There are also several other options.

You may stay at The Wild Onion Inn, run by an Iroquois merchant. It is a source of rumor where traders and such stay. The rate is two silver pieces (SP) per day cheap and five SP classy.

Stay cheaply, (go to 105).

Stay classy, (go to 146).

You may stay with a religious clan of old people free if you hunt for them each day, (go to 187).

You may travel by boat to any hex the river passes through in one day. The rate is 5 SP per traveller, (go to 228).

You may move to any adjacent Regional Map hex.

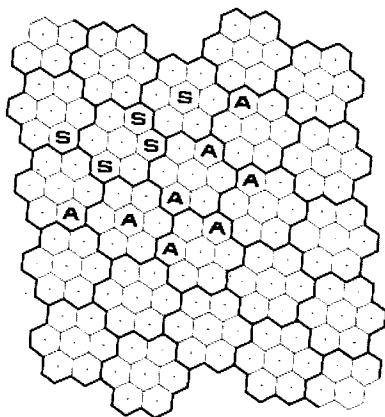
302. Set up the **WIZARD** map. If you attacked before approach place your group in the starred hexes at one end of the map. The five enemy are at the S positions. If you attacked while approaching place your figures on any A. If you attacked after any talking place your figures on any T.

The three men are ST12, DX13, IQ10. The two women are ST10, DX14, IQ10, all are unarmored with 1D damage staffs. Each has a slow movement and drop weapon spell. They use Dodge, Defend, Shifting, Disengage, cast Spell or other defensive options until one of them suffers half or more damage, then they change to options that can damage you. They try to get away and fight well as a group. Do not use Morale Die rolls for them, they fight to the death if necessary.

Starting with the third combat round each of you may try to stop fighting with a three die roll equal to or lower than IQ.

If they all escape you may move on to any adjacent Regional Map hex.

If they leave any bodies, (go to 425).



304. Starting the third combat round four more warriors, same as first four, enter the map at the edge closest to one of your warriors. They call on you to cease fighting and talk or move on.

Stop and talk, (go to 550).

Stop and move to any adjacent Regional Map hex.

Fight on and win, (go to 591).

Fight on and lose, (go to 632).

306. As you wait he chants about the winds and sun, using some words you don't recognize.

You may attack him, tiresome, huh? (go to 142).

You may wait some more, ho hum, (go to 388).

You may steal his stuff, take that, (go to 346).

You may move to any adjacent Regional Map hex.

309. You find any money you've given them plus 1200 silver pieces. You also find a magic shortsword (does +1 extra damage when it hits). Check 268 for note on Genji's weapon.

You may move to any adjacent Regional Map hex.

310. The guard job you are offered is at the same terms as that listed for Trader Caravan of Group Encounters. The job is yours automatically if you wish. The village traveled to will be one of the other Regional Maps, as you choose. Count days travel between the maps as twice as long. Make the die roll for encounters once for each day.

If you accept the job you go with the trader to his camp and leave with him next day.

Or, you may sleep for the night, (go to 351).

311. The trance takes hold strongly. Each of you feels a -4ST loss; this is not damage but weakness like a spell cast, (go to 270).

312. Roll a die and go where indicated.

Roll 1 and, (go to 353).

Roll 2 and, (go to 394).

Roll 3 and, (go to 435).

Roll 4 and, (go to 476).

Roll 5 and, (go to 517).

Roll 6 and, (go to 558).

313. If the girl has not already been stabbed she is and also the horse that has a horn. The tall figure chants and gestures and a four hex dragon appears and immediately charges you. Each character now writes down one of the three decisions below on a piece of paper, without talking or otherwise revealing what his choice is. Each character goes to his choice.

You run for it, (go to 436).

You charge the hill and dragon, (go to 477).

You stand firm, (go to 518).

314. After awhile they turn off the road and come to a clearing with an old, large well hole in the middle. They unload the wagon and uncover a bell roughly the size of a man. The bell is damaged.

You may attack them. Use map at 273 with the well at W and the bell assumed still on the wagon. You will have initiative. The three with battleaxes will have to pick them up first turn. The two swordsmen are ready, (go to 273).

You may approach them, (go to 478).

You may watch them more, (go to 437).

340. At a bend in a large river you meet a group setting up camp for the night. A huge bluff comes to a point far above. There are five of them. You see some daggers and swords, but that's all, one old man is even leaning on a crutch.

You may attack them, (go to 107).

You may stay and talk, (go to 148).

You may move to any adjacent Regional Map hex.

343. There are three men and two women. Each wears a home-spun cowled robe with a staff and large shoulder pouch. They watch you, unmoving.

You may approach them, (go to 261).

You may attack them, (go to 302).

Or, move to any adjacent Regional Map hex.

345. Running for the trees you hit a wire at ankle height in the grass. Those who make a roll of their adjDX or less on four dice may flee to any adjacent Regional Map hex to await the group, being unaware all didn't make it. Others are tripped, captured, stripped of armor and weapons and tied up.

The warriors tell you they need a human sacrifice for their initiation ceremony. One of you may volunteer as a sacrifice, the characters may unanimously agree on just one for the sacrifice or you may refuse to volunteer or choose.

Character volunteers for sacrifice, (go to 386).

Group chooses a sacrifice, (go to 468).

Group refuses a sacrifice, (go to 427).

346. He has a staff (note: if playing ITL rules this is a Wizard), and small potion bottle. There is a Dragonodon head profile tatoo on his right shoulder. He doesn't react. Check 429 if you drink the potion or are a Wizard. You may kill him.

You may move to any adjacent Regional Map hex.

350. You find any money you've given them plus 1800 silver pieces. You also find a magic shortsword (does +1 extra damage when it hits) and a suit of magic chainmail (does -1 to DX of character trying to hit you). Check 268 for note on Genji's weapon.

You may move to any adjacent Regional map Hex.

351. There is an attempt to rob you on a die roll of 4,5 or 6, if you were cheap, or 2,3,4,5, or 6, if you went classy.

Determine in what order your characters will be robbed by die roll. Each character, in order, can avoid the robbery attempt by rolling their IQ-1 or less on three dice. When one character avoids robbery all awake and the robbery ends. Each character that was robbed loses ALL his money and jewelry not worn.

You choose another option at 300, (go to 300).

You may move to any adjacent Regional Map hex.

352. As you rest time passes. For each 1ST regained roll a die. On a roll of 6, (go to 434).

If you regain full strength you may continue toward the hill, (go to 393),

Or, move to any adjacent Regional Map hex.

353. You are in the starred hexes at the end of a **WIZARD** map, ie an underground chamber. Separated by two hexes in the map's center are two Trolls. Each of them is ST25, DX10, IQ8, MA8. They are unarmored and do 2D damage by hitting with hands. You may exit the chamber through the starred hexes at the other end of the map, it leads outside. If you kill them and search the room you'll find 6D of gold pieces hidden about. Those who escape and/or the victors may move to any adjacent Regional Map hex.

354. The girl is bleeding badly but not dead if she had previously been described as only stabbed. The horse is a real, dead unicorn.

"Yaoyotl is the high Brujo of this region for the Toltecs," the girl utters in pain. "He has been waiting for seekers like you to pass so that you might be witness to all this and carry the word of fear to all. Oh Xenon! The key hope is with you now, do not fail Etherion." She dies.

On each of the bodies you find 200 silver pieces. On searching around the altar you find a hidden place underneath that contains a small gold statue of a unicorn that has been broken into pieces. It would have a value of 1000 gold pieces. Also on the altar is a carving of a large snake with wings severed into two pieces.

You may move to any adjacent Regional Map hex.

355. If the bell and papers were not described as destroyed check them out at 519 and return here. Each of the bodies had 30 silver pieces on it and you may take any of their equipment.

You may move to any adjacent Regional Map hex.

380. You are heading toward a small hill, not much more than a rise, by a fairly large river. It is in woods with leaves like those shown below.



You come to a clearing filled with lovely yellow butterflies. Their airy dance seems to change into patterns as you watch.

You may watch the butterflies, (go to 106).

You may walk thru the clearing, (go to 147).

You may run thru the clearing, (go to 188).

You may move to any adjacent Regional Map hex.

384. As you eat with them they tell you they are Seekers. They believe that mankind is in a struggle with regressive forces. The secret of the True Way for mankind had been saved from loss by a great, silver Dragonodon, Etherion. They ask each of your group if they wish to help mankind's struggle. Any who do not may withdraw to an adjacent Regional Map hex until joined by those who stayed.

Those that stay, (go to 466).

Or, may move to an adjacent Regional Map hex.

Or, your group may attack them, (go to 302).

386. The volunteer gets +20 EP, the other characters -10EP for cowardice in letting one die for all. The cowards go to any adjacent Regional Map hex with daggers and money only.

The 'volunteer' is invited to be initiated as an 'Aliy of Eagles', in recognition of his selflessness. The Eagle is the totem of this warrior clan.

You may be initiated, (go to 509).

You may join the others in the adjacent Regional Map hex to which they fled.

388. He gives you each a piercing look. Then, in a singsong chant he says:

"In circles Xenon seek, from circles find the path that starts at ending. Pace it round in near an hour, counting half as many as the Brujo's sacred cycle Xiuhmopilli (halve not the Tonalpohualli). Count it round twice Hzcuintli and Tecpatl, best Actl, Stalking out, down and up, viewing water and the magic towers."

His voice and the light in his eyes fades. He bids you take his possessions, excepting his Wizards staff and bottle of healing potion, see 429. He awaits calm death acquired in the Seekers service.

You may move to any adjacent Regional Map hex.

391. You are offered a magic shortsword (does +1 damage to foe when hits) and a suit of magic chain-mail (foe at -1 DX when trying to hit suit). They are 1000 silver pieces each. Check at 473 the first time you use them in combat. Anyone with appropriate magic spells or talents can check before buying and at least determine if they are magic, (go to 432).

Attack before or after buying, (go to 143).

Buy and move to any adjacent Regional Map hex.

392. Each of you may play one opponent at a time. Each player antes 15SP. The first roller, this alternates, rolls six dice. Then, he may pay 5SP to reroll one of the dice. Or, he may pay 15SP to reroll all six dice. He continues rerolling all six or one at a time as he pays, stopping when he wants to. Then the second player goes through the same

process until he stops. The player with the highest six die point total wins the total bet by both.

You must participate in at least three matches before quitting. You may only play one opponent, who quits when he has lost 200SP or more.

You may return to 300, (go to 300).

You may now sleep, (go to 351).

You may move to any adjacent Regional Map hex.

393. You move along a path, down a low point and up a rise overlooking a river. Trees are all about. At the top of a rise stands a young girl. She says nothing, only watching you.

You may try to capture her, (go to 598).

You may talk to her, (go to 639).

You may move to any adjacent Regional Map hex.

394. You are in the center of an underground chamber the size of a **WIZARD** map. Your characters are in an approximate circle, facing outward. Facing each of your characters is his doppelganger, ie an exact duplicate of himself, which he must fight without help from the others. Morale Die rolls aren't used and no one runs. A duplicate that wins continues the adventure undetected by the other characters. Winners take duplicated property.

A duplicate doesn't advance normally. Keep up his Experience Points but don't trade them in for Attributes. Duplicates await the unfolding of future adventures to become fully human.

You may move to any adjacent Regional Map hex.

395. Any characters that have only one ST left will awake when they've recovered one more ST. They are free to go. If they can rejoin others nearby they may return to the battle site and recover any bodies or valuables off the dead.

You may move to any adjacent Regional Map hex.

396. Tough luck. Survivors may regroup in any adjacent Regional Map hex and continue the adventure on the Regional Map.

420. You are passing a very large hill that appears to be one solid piece of rock without much vegetation. Let each character make a die roll. The lowest rolling character feels a compulsion to move up the rock. If he can make a three die roll of his IQ or less he can break the compulsion. Otherwise, he moves faster than the rest can block.

Those who follow the enchanted one, if such there is, (go to 149).

If he breaks the enchantment the characters may all go up to together, (go to 108),

or, you may move to any adjacent Regional Map hex.

425. If they left any bodies you may search them. Each had a neck chained medallion with a Dragonodon head profile on one side and on the other the runic inscription:

XIP·YI·MIBIR·T·IR·XIP·YI·TIP·

You may move to any adjacent Regional Map hex.

427. Each character in the group gets 10 Experience Points. They admire your bravery for refusing to sacrifice one of your group. You are all invited to be initiated as an 'Ally of Eagles', the Eagle being the totem of this warrior clan.

Those who accept initiation, (go to 509).

Those who refuse are set free, with all possessions tied in a bundle, to move to any adjacent Regional Map hex.

429. It is a healing potion. There are six sips, each of which heals one ST point of damage. Count off one for each sip you may have seen the Medicine Man take. Return to where you were.

432. The items are exactly as advertised. If you wish you may buy them. Or, you may return later and the offer will still stand.

Buy and move to any adjacent Regional Map hex.

Or, you may attack, (143).

433. The crone says, "the lesson of age, for those who learn, is wisdom. The simplest and hardest wisdom is to tell reality from appearance. We live in reality even if we only see appearances."

"I can tell your fortune as a group with ease. But, to make you see reality I shall show you an appearance. To see reality is to sometimes reverse appearance."

She writes out, "Rmgvikozb droo szev mvd xofvh".

You may return to 300, (go to 300).

You may move to any adjacent Regional Map hex.

434. Nothing happens. Return to 352.

435. You are in a cave that appears very old and not used, maybe in centurys. You see stone items, arrowheads and spear points on the floor. You may exit the cave and move to any adjacent Regional Map hex.

436. You run down the rock to wait and see what others eventually rejoin you. Then, you may move to any adjacent Regional Map hex.

437. As you watch they dump the bell down the well shaft. Then, they burn what appears to be some papers. All this occurs before you could act.

You may attack them, the well is at the W and other items are explained, (go to 273).

Or, you may move to any adjacent Regional Map hex.

460. You come to an well used dirt road. Many obviously use it though none are visible now.

You may follow the road, (go to 109).

You may hide and watch, (go to 150).

You may move to any adjacent Regional Map hex.

462. As you row across the cavern lake the Goblin dies gasping. "Only you can save Xenon's treasure. Most seek far from the first. Yet, my vision is a near tower vanishing in a blinding flash and tower of dust. His... high... lair... is... but...."

He chokes and dies, his jewels and map are yours. You land near a glimmer of light and follow a shaft leading up.

You may move to any adjacent Regional Map hex.



466. Those that stay are asked to concentrate on the flames so that they may enter into trance. As you gaze they talk on.

"The first choice is honor. Each of us chooses to be animal or human. Those without honor are flawed, not human. Liars are animals."

"A human honors his word, regardless."

"An animal believes he is honest if others think he has not lied."

"The second choice is courage. Courage is not the lack of fear. Courage is overcoming fear."

"Humans act from courage".

"Animals react out of fear."

"Mankind may choose to become animal or human. Humans live with inner peace, animals die within."

The cowed Seekers ask each of your group if they have met Seekers before and chosen wrongly. Those of you who have will know. These characters only may choose to join the Seekers, (go to 548).

They ask the rest of you if you wish data about the treasure you seek. Those who do, (go to 507).

Or, you may attack them, (go to 302).

Or, All may move to an adjacent Regional Map hex.

[Note: for variation you may have those characters who haven't previously met the Seekers experience the trance sequence in paragraph 866 of **TREASURE OF THE SILVER DRAGON** and return here.]

468. All who chose one for a sacrifice lose 20 Experience Points. These characters are run-off with no possessions, each being marked on the back with a bright yellow stripe that will not wear off for a month. The yellow stripers may move as a group to any adjacent Regional Map hex and fashion clubs or slings and use stones for defense.

The character volunteered is set free with all his possessions plus any non-weapon possessions of the other characters he might choose to take. He may move to any adjacent Regional Map hex and rejoin his group or move off the map to end his adventure.

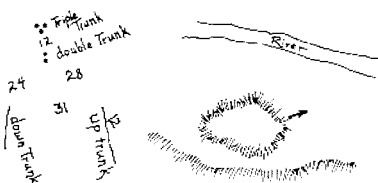
473. The weapons perform as expected. Return to where you were.

474. When you attack them they all jump over the side and swim for shore. The current takes you down stream rapidly. You may jump for it and swim or ride it out.

Jump for it, (go to 515).

Ride it out, (go to 556).

475. The unicorn digs a tuft of soil with his horn. "What you seek is here," says the girl. "Make a map of this spot and leave. Your trance will let you return tomorrow. It will also let you defend yourself. We wish you good fortune and pray that you will some day do service to man." If you return to this spot they will be gone, then, (go to 680).



You may move to any adjacent Regional Map hex.

476. You are in an underground cavern. You hear the rushing and boiling of water. Torches show you standing by an underground river. Nearby the river drops in a waterfall the height of 20-30 tall men. You see nothing but rock, mud and slime. After some searching and a long, hard climb among tunnels, one obviously man made, you get out.

You may go to any adjacent Regional Map hex.

477. As you charge the dragon stops and threatens the closest of your party. He delays you enough to allow those at the top of the hill to escape.

You may proceed as if you'd won a battle since this is only an image which you'll eventually discover. Check at 354 then,

you may move to any adjacent Regional Map hex.

478. They pick up their arms and attack you. The well is at the W, other locations are set at 273. They have initiative.

Combat is joined, (go to 273).

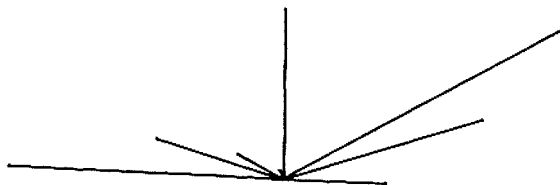
500. Through some trees you see what appears to be some smoking buildings. There are no figures moving about and you hear no noise.

You may explore the source, (go to 541).

You may move to any adjacent Regional Map hex.

507. A Seeker leads your group into the woods. He seats you in a circle about him and takes a set of eight rune sticks of equal length from his pouch. He tells you that these came from a now dead Seeker who helped hide the Unicorn's secret. The runes on each stick read, "aligned to power from there".

If there is a Wizard among you with the Reveal Magic spell he hands the sticks to you and bids you cast the sticks while chanting, "Xenon reveal thy secret." Otherwise, he does it himself. The sticks land in the pattern below, some shortning as needed. When you've copied the pattern he takes the sticks and leaves. You may not attack him.

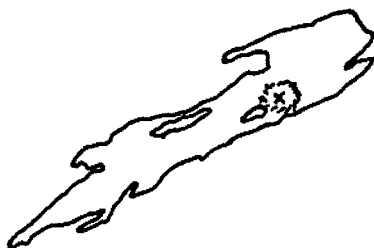


You regroup in an adjacent Regional Map hex.

509. You undergo a ceremony at the top of the mound. As an 'Ally of Eagles' you are not a full member of the clan, though you may become so in the future. You get branded in the arm-pit, where it will be hidden by hair, with a small eagle. This has ointments rubbed in to give a blue color, red being for full clan members. You are taught several secret signs for recognition, danger, aid-needed and meet later. You also get an 'ETOWAH' headband.

The Eagles are a widespread warrior clan. Some members range as far as the Southwest, Great Lakes, and Caribbean. You have told of your quest for the Unicorn's treasure. They give you a vellum scroll, taken from a Toltec merchant traveling with a Brujo, with the map below on it.

You may move to any adjacent Regional Map hex.



514. Genji's weapon has a curse on it as well as being able to do +1 damage when it hits. Anyone in combat with the weapon will always continue fighting with it until dead or victorious. He will always move to attack immediately, no matter what else the party is doing. This attack is only after a combat starts, not for non-combat encounters. The character that took Genji's weapon will use it until he can make a three die roll of his IQ or under to have it checked by a wizard. He gets only one roll per wizard he runs into. Any wizard that you meet on a friendly basis will perform the service for 100 silver pieces. Return to where you were.

515. The water's over your heads. You have to swim for it. Each character rolls a die. Those who roll a 1 or 2 save all their stuff. The others lose all but their ready weapon, daggers and money, ie slung weapons, shields and armor are caput. You are six hexes away from the village, on the river in either direction.

You may move to any adjacent regional Map hex.

516. The girl leads you aside and shows you this message:

"Kd82ehd 142h4j VRW, 1eo RVTUW, 0kij8d, J0 XYXWR"

"Before acting on this secret you must find the Seekers and listen to their message", she tells you. "The message is not for everyone, believe me. Only act on it if you really accept. Save it for later in life, otherwise, you will only be disappointed."

You may move to any adjacent Regional Map hex and rejoin the others.

517. You are on top of a bare rock on a moderately tall hill. Go to location 660 on that Regional Map.

518. The dragon holds you up long enough for your opponents to escape. You may act as if you won a battle and go to 354. You may regroup after that.

Now, (go to 354).

519. The bell bears on it runes which are strange and unreadable. It has a break in it. If you choose to take the bell with you it will have a value of 300 silver pieces in metal but moving it reduces you to half normal movement. Each has a tatoo like:



540. On a small hill you see a curl of smoke. As you approach a sacrificial altar is visible, but no individuals. On the altar is the barely cold body of a young warrior painted for battle, his heart has been torn from his chest and cast into the lap of Chacmool. Glyphs written in the fresh blood commend this gift to Tezcatlipoca in the name of death for Etherion from his Implacable foe Yaoyotl

You may move to any adjacent Regional Map hex.

541. You approach a large farming manor, entirely burned with all barns and out buildings. There are a few bodies about, all dead. One body is that of a fighter dressed in Toltec style garb. Other signs of chain and such seem to indicate a slaving raid. You may get food here and rest.

You may move to any adjacent Regional Map hex.

547. Your victim dies easily. The last words are, "accept my spirit, oh silver hope, Etherion."

You may move to any adjacent Regional Map hex.

548. Two of the Seekers lead those who chose before and wish to become Seekers into the woods. They stand behind you and ask each character if they truly wish to be Seekers and leave the others.

Characters who say yes immediately, (go to 589).

Characters who say no then, (go to 630).

550. You have disrupted an initiation ceremony of the Eagles, a warrior clan. They admire your bravery in fight. If you have downed at least one of them they will ask you all if you wish to be initiated as, 'Allies of Eagles', or you may choose one of the other options. Characters may choose differently, but one fighting causes all to fight.

Move to any adjacent Regional Map hex.

Become initiated, (go to 509).

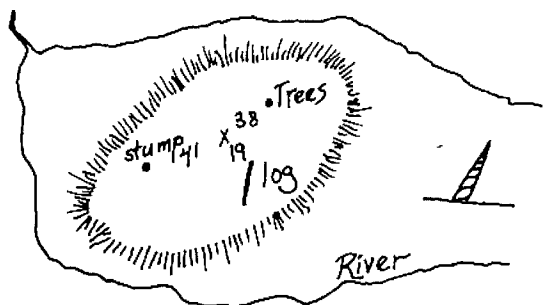
Fight on and win, (go to 591).

Fight on and lose, (go to 632).

555. You see that the Brujo's have speared the Unicorn unto death. But, his horn glows and a voice echoes in you brain. "You must seek Yaoyotl and kill him. He's taken Miri and Xenon's secret with him.

All hope rests with you, whatever your beliefs. Only by true seeking can you find." The map is hidden under his now dead body.

You may move to any Adjacent Regional Map hex.



556. You arrive at your chosen destination. You may move to any adjacent Regional Map hex.

557. The butterflies reappear and put you into trance. Then, a golden Unicorn appears, (go to 270).

558. You are unconscious. When you awake you are still in the hex's chamber. Each of you lost -2ST from exhaustion.

You may rest their to regain strength and try the hex again, (go to 599).

You may try again immediately, (go to 312).

You may move to any adjacent Regional Map hex.

580. As you pass a rock ledge you notice some carvings. Almost rubbed out is a unicorn head and a representation of the sun with a Dragonodon head profiled within. Over this is the representation a winged snake broken in half.

You may move to any adjacent Regional Map hex.

588. Nothing happens that you see. You may move to any adjacent Regional Map hex.

589. These characters enter into the Order of Seekers. They will undergo training in the next year to acquire an IQ10 and the Seeker weapon Talents and Spells. These characters do not rejoin the adventuring group. [More may happen to them in sequels to **TREASURE OF UNICORN GOLD.**

591. There are only weapons on the bodies. At least one of the younger men will have escaped with descriptions of you. One of the medicine men yelled at you before he ran, 'curse of the Eagles on you, Toltec barbarians'.

You may move to any adjacent Regional Map hex.

598. The girl doesn't resist you. Also, she will not speak to you.

You may try to make her talk, (go to 629).

You may kill her, (go to 547).

You may release her and move to any adjacent Regional Map hex.

You may move to any adjacent Regional Map hex.

599. Go immediately to 312 and roll again.

620. At the top of a hill you see a large man sized figure dressed in a red helmet mask. He is chanting. Then, he notices your group and yells and gestures at you. A four hex dragon appears by him.

You may attack up the hill, (go to 661).

You may move rapidly away to any adjacent Regional Map hex.

630. The last words you hear are the following. "HUTO SLATH VREEN EB NUMHA, MAANILI!" You die.

632. Those who died remain so. The captured are killed by slow torture. Survivors may, move to any adjacent Regional Map hex.

639. She tells you that you may have what you seek if you will place yourself fully under her control. If you accept then put down all arms and let her do as she wishes. Or, you may choose one of the other options.

You accept and wait, (go to 557).

You decide to torture her for data, (go to 547).

You decide to kill her, (go to 588).

Move to any adjacent Regional Map hex.

641. For a healer roll two dice and multiply by 10. This yields the number of Experience Points lost. If this is sufficient to cause a loss of an attribute point then do so. On an 11 the character fails to heal and is dead.

For a deader, who must be less than a day dead, roll one die. On a 5 or 6 the character fails to heal and is dead. Otherwise he lives but suffers a loss of three attribute points. It takes nine months for a deader to be completely healed.

Any character who survives healing will always survive future healings in the Pods. But, you will have a lifelong geas/curse. From now on you will never harm a Pod vine and would defend one unto death. Also, you will harm no plant by your own hand, but still may eat them.

Also, you will carry a two die supply of Pod seeds, marble sized, in a living pouch in your armpits. You will seek to plant at least one per month, if possible, near fresh water. You must return to the Pods for more seeds when out.

Return to where you were.

660. You feel a faint unease, magical to a wizard. But, you see and find nothing.

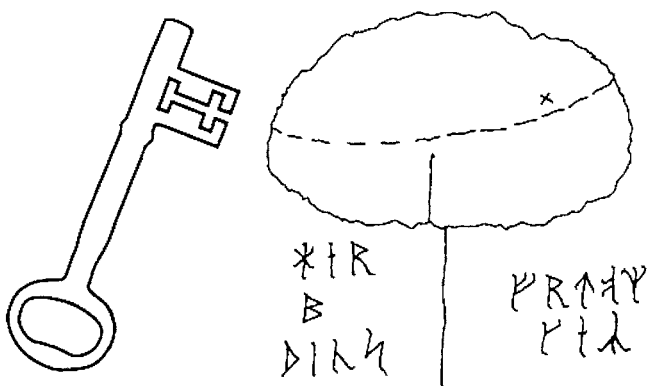
You may move to any adjacent Regional Map hex.

661. He gestures at you and cries out, "Yaoyotl curses you in the name of mighty heart-taker Tezcatlipoca. You will die seeking Mirl and Xenon!" Then, he poofs out of existence. The dragon flies up and away behind a hill where you can not see.

You may move to any adjacent Regional Map hex.

669. "Everything else is lies," says the girl. "Only here lies the key to truth, find the key and find the truth." She hands you a thin leaf of beaten gold. Etched faintly in acid is the following pattern. The girl fades into the wood.

You may move to any adjacent Regional Map hex.



680. When you return and dig you find a bag with 10,000 silver pieces and a note that reads:

"Seek yee reality in other reality."

There is also a scroll with the treasure describing a very special type of plant, Pods of Healing, that grows near this spot, ie in this hex only. The pods are large enough to hold a human.

Any injured character with 3 or less ST remaining can get into a pod. It will take one week to heal each ST point lost and he must remain until fully healed. Any dead character placed in a Pod may be brought back to life in nine months.

However, there is a risk of death and other side effects. The Pods will not deliberately harm you. Go to 641 if any character gets into a pod.

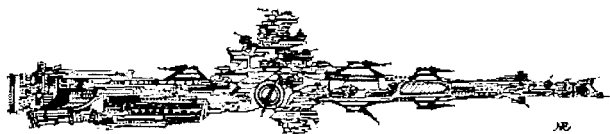
You may move to any adjacent Regional Map hex.



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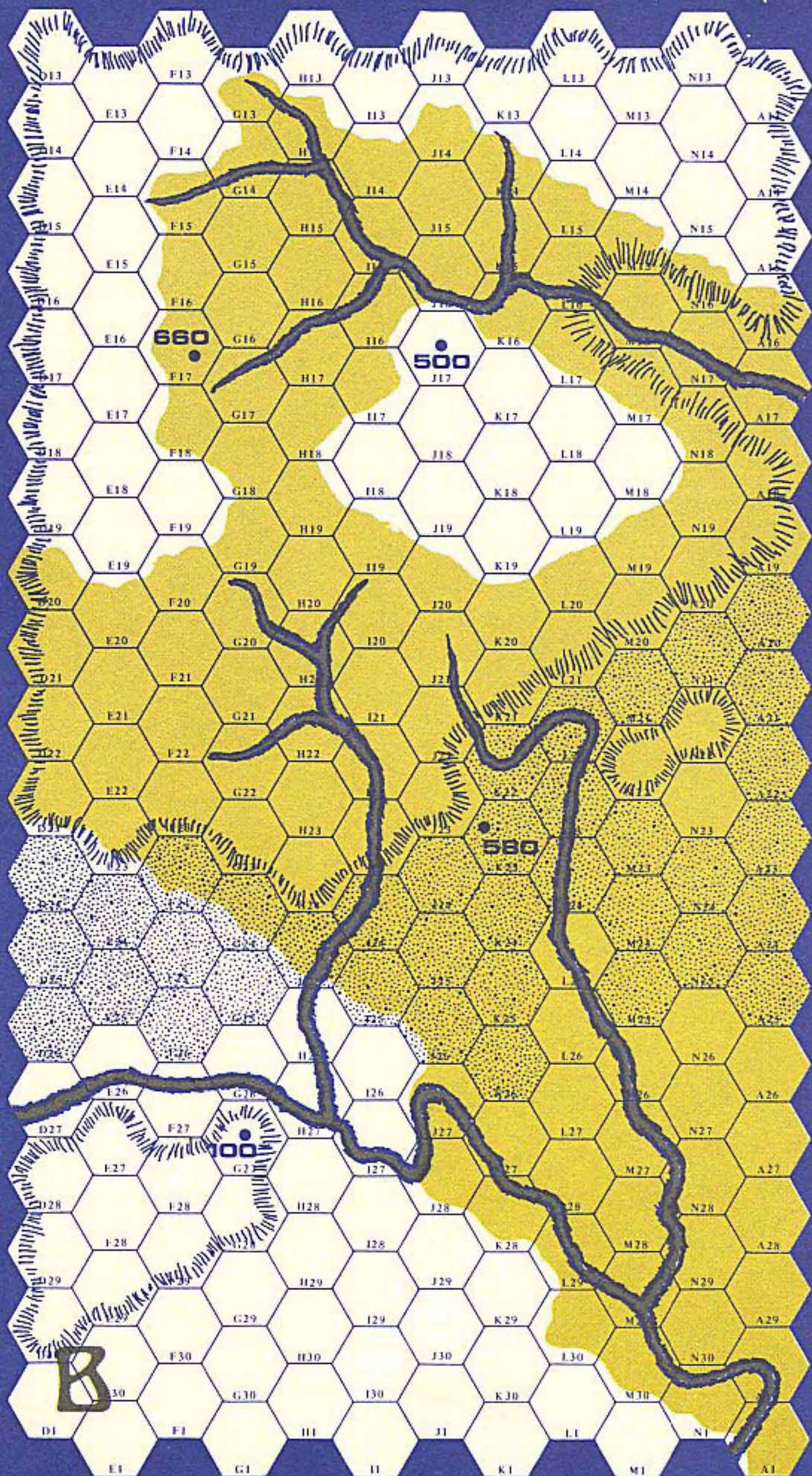
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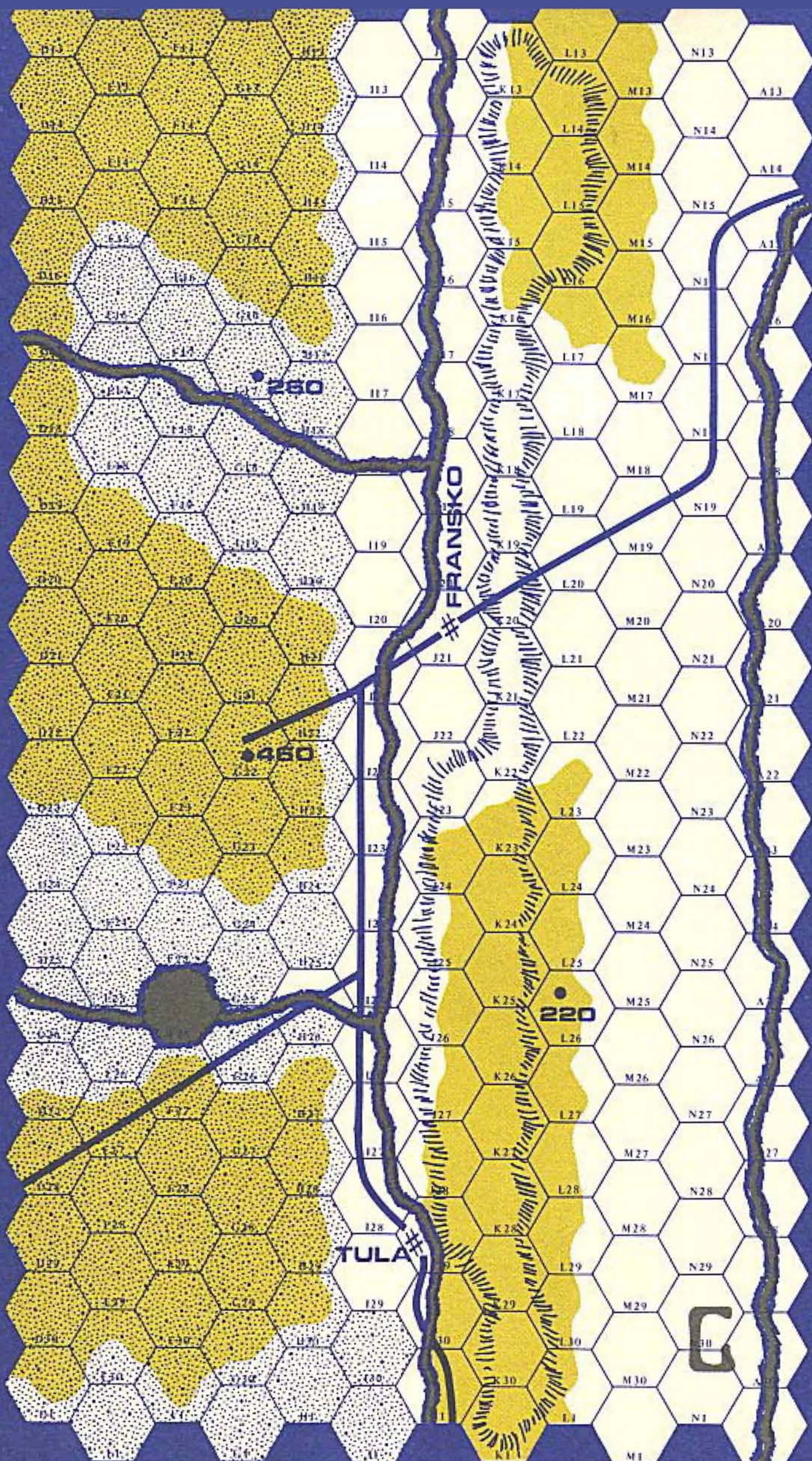
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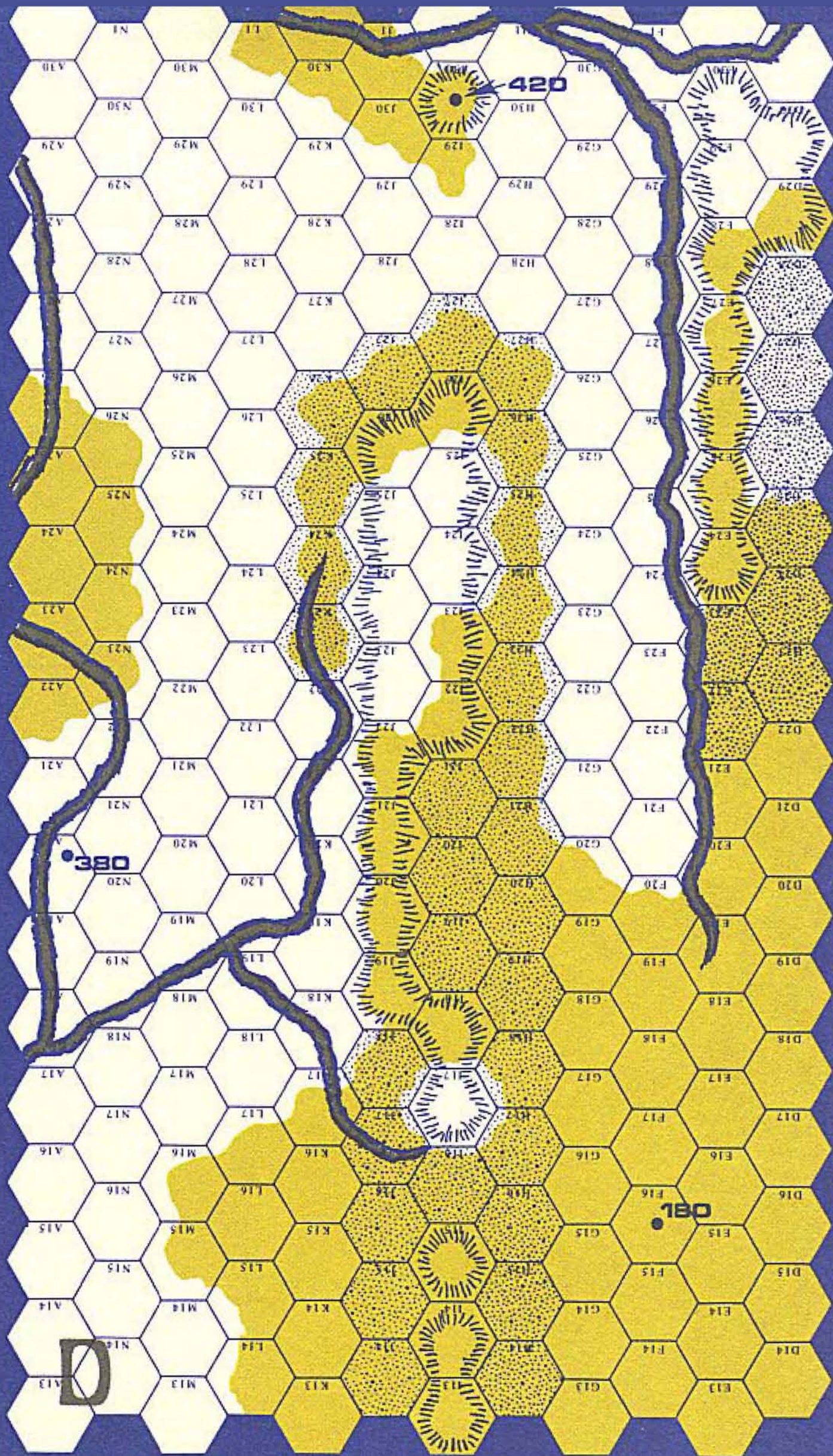
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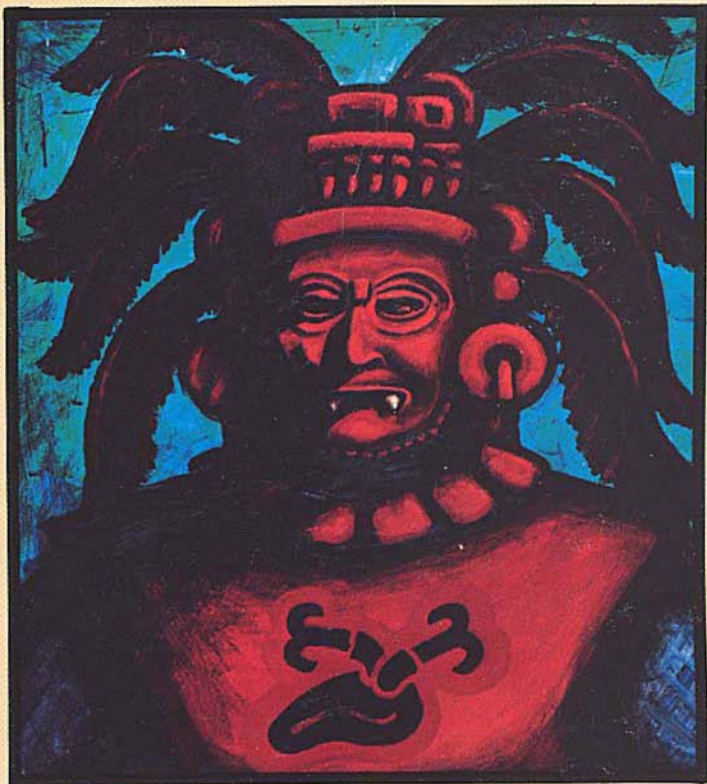




Treasure of
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